VTAGS

Virtual Target Gunnery System

Sheila L. Jaszlics

Pathfinder Systems, Inc.

Project Description

Objectives:

- Put virtual targets in live view in real time.
- Provide reusable HW/SW for application to additional direct fire weapons

Deliverables:

- Instrumentation for Mark 38 to support live/dry fire training
- Reusable Software & Hardware
- Technical/User Docs, Final Report

Project Participants:

- DARPA - Washington, DC
- US Army TACOM - Warren, MI
- US Army STRICOM - Orlando, FL

Potential Additional Participants:

- USMC Combat Support Log. Equipment & Training Systems - Quantico, VA

Funding: (In $Ks)

FY00	FY01	Total
$350	$350	$700

Operational Concept

- Use in Training & Test
  - Self contained system will strap onto weapon system(s)
  - Virtual Targets will be presented to gunner in real-world view in real time.
  - Support dry fire and live fire mode
    - Greater Realism
    - Variable Behavior (tailored to gunner needs, can be non-repeatable)
    - Reduce Range Maintenance Cost
    - Wider Range of Target Platforms
    - Reduced Environmental Impact on Ranges and at Sea
    - Inject Safety Cues (Left/Right Limits, Super Elevation Limit, etc
- Use in Future Research
  - Transition to US Government agencies to support further research in virtual target technology

Status & Transition Plan

- Current Project Status
  - Contract awarded Jun 6, 2001
  - Developing Requirements, Preliminary Design
  - Developed/demonstrated first ship target
- Technology Customers
  - US Army TACOM, Warren MI
  - US Army STRICOM, Orlando FL
  - DARPA, Washington DC
  - US Marine Corps, Camp Pendleton (pending)
- Transition/Maintenance of Deliverables
  - Mark 38 Demonstration System delivered to Naval or Marine Corps unit for training (to be identified)
  - Reusable Software/Hardware delivered to DARPA, US Army TACOM and US Army STRICOM for use in future & evolving systems.

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